

NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

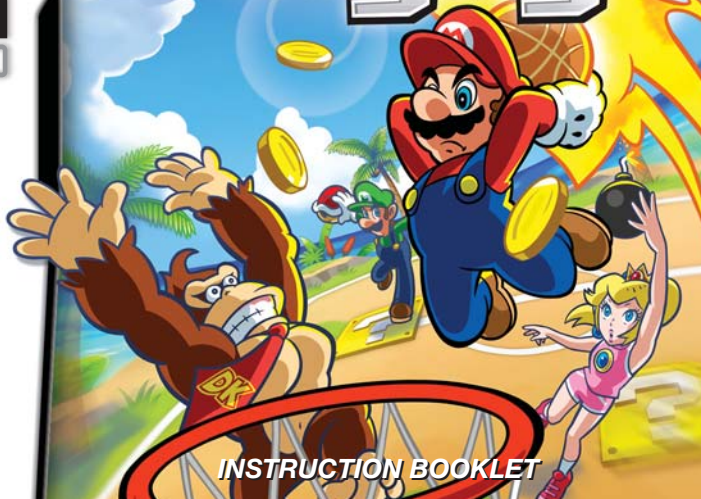
61222A



PRINTED IN USA

NINTENDO DS™

MARIO HOOPS 3 on 3™



INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



© 2006 NINTENDO. © 2006 SQUARE ENIX. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED. THIS PRODUCT USES THE LC FONT BY SHARP CORPORATION, EXCEPT
SOME CHARACTERS. LCFONT, LC FONT AND THE LC LOGO MARK ARE TRADEMARKS OF SHARP CORPORATION.

Table of Contents

Getting Started.....	5	Matchup.....	21
Controls.....	7	Options.....	25
Screens and Rules...13		Player Rank.....	27
Challenges.....	15	Characters.....	29
Tourney.....	17	Items.....	33
Exhibition.....	19	Courts.....	35



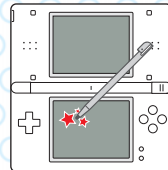
UNIQUE CONTROLS

Mario Hoops 3-on-3 uses the following controls.

Tapping

Quickly and repeatedly tap the Touch Screen with the stylus.

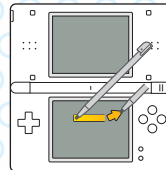
1



Stroking

Stroke the stylus in any direction then lift it off the Touch Screen.

2



In this manual, the "tapping" and "stroking" controls are illustrated as in the above diagrams.



Getting Started

Make sure that the Nintendo DS is turned off. Insert your Mario Hoops 3-on-3 Game Card into the top slot of your DS system until you hear a click.

1 When you turn the power on, the screen on the right appears. Read what it says and tap the Touch Screen once you understand it.



2 Touch the Mario Hoops 3-on-3 panel on the DS Menu Screen. The game will start.

If your system has been set to Auto Mode, you can skip this step. See the Nintendo DS instruction booklet for more information.



3 The title screen appears. Select a menu item from the main menu screen displayed on the Touch Screen.



5

In this manual, a screenshot with a red frame indicates the top screen, while one with a blue frame shows the Touch Screen.

GETTING STARTED

Main Menu



The main menu displays six menu items. Touch one to continue.

Player Rank

Options



Challenges (p. 15 - 16)

Practice controls used during games.

Tourney (p. 17 - 18)

Enter a tourney and go for the championship!

Exhibition (p. 19 - 20)

Play a game against the CPU.

Matchup (p. 21 - 24)

Play against other players wirelessly.

Options (p. 25 - 26)



Change your settings or profile.

Player Rank (p. 27 - 28)



View how everyone stacks up.



About Saving

Game progress automatically saves after a match, and game settings automatically save when a match begins. You can erase all of your saved data if you hold down (A) + (B) + (X) + (Y) + (L) + (R) at the same time when turning on the game.

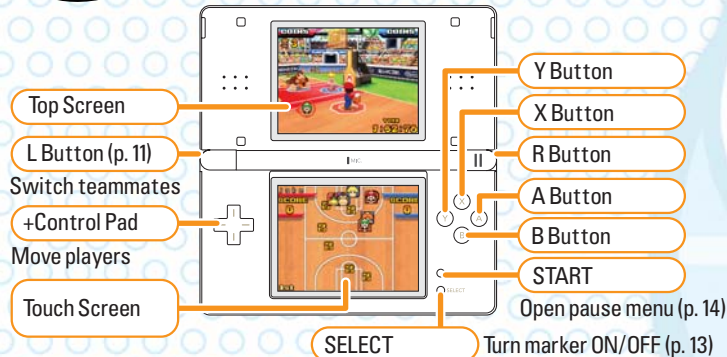
You can't restore data once it is erased, so please be careful.

6



Controls

Most of the controls in Mario Hoops 3-on-3 are on the Touch Screen, although you will also use and . In this manual, a red heading means controls on offense and a blue heading indicates controls on defense.



Pressing , , START, and SELECT at the same time resets the game and returns to the title screen.

Close the Nintendo DS to activate Sleep Mode. This will reduce battery consumption. Sleep Mode will be deactivated when you open the Nintendo DS. You may not activate Sleep Mode while playing in wireless mode.

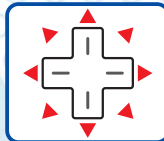
CONTROLS

This section explains controls for right-handed players—you can select right-handed controls by going to Options then Hand Selection and picking Right (p. 25). There are many other moves besides those described here. Go to Challenges and select Practice to work on your game skills (p. 15).

Moving

Press in the direction you want the character to go.

- ▶ If they don't move even if you press , check Hand Selection under Options. Your player won't move with if Left is selected.



Dribble

Tap

Tap the Touch Screen while your player is holding the ball to dribble.

- ▶ If you stop dribbling and your player holds the ball, you cannot dribble again. You must shoot the ball or pass it to a teammate.

Get coins with ? panels! (p. 14)



Tap in the direction you want to move to pick up speed!



Pass

Stroke left or right

If you stroke either to the left or right when you have the ball, you will pass it to a teammate in that direction.



Shoot

Stroke from bottom to top

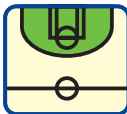
If you stroke up when you have the ball, you will shoot it. You score if the ball goes in the basket.



About Scoring

How many points you get when you score depends on from where you shoot the ball. You score 20 points if you make the basket from the green-shaded zone in the diagram. You get 30 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each--they are added to the score (p. 14).

► If you set the ? panels to OFF, the number of points you score will change (p.20).



Special Shots

Enter command twice

Each character has his or her own command. When you enter the same command twice (and if it's successful), you will shoot a special shot. Select Challenges then Special Shot (p. 15) and check the commands and their effects.

Mario's Example



When you enter the command twice...



Steal

Stroke from top to bottom

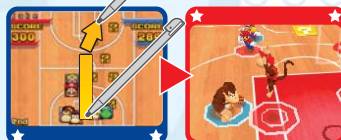
Stroke from top to bottom when you do not have the ball and you will try to steal the opponent's ball.



Jump

Stroke from bottom to top

Stroke from bottom to top when you do not have the ball and you will jump to try to block the opponent's shot attempt.



Using Items

Stroke toward opponent

An item will appear when you touch a ? panel. Once you get an item, stroke to throw it. Some items become effective the instant you grab them.



Switching Characters

Stroke while holding down **L** / **L**

If you briefly press **L** when you don't have the ball, you'll switch to a teammate near the ball. If you stroke while holding down **L**, you'll switch to a teammate in the direction you stroked.



HELP BUTTONS

While Mario Hoops 3-on-3 is mainly controlled on the Touch Screen during matches, if you turn on Help Button in the Options (p. 25) or pause menu (p. 14) screens, you can also control the game with buttons.



Controls when playing offense (when you have the ball)

(X) Shoot	(B) Dribble
(Y) Pass left	While running (X) Dunk shot
(A) Pass right	Hold down (B) and (X) Charge shot

Controls when playing defense (when you don't have the ball)

(X) Jump	(B) Steal / Throw / Block
(Y) Sidestep left	Hold down (B) Jump-steal
(A) Sidestep right	(X) → (X) Steal-up

The above shows controls for right-handed players (select Right from Hand Selection under Options). If you set the game to left-handed controls, (A) (B) (X) (Y) controls change to **+** **+** **+** **+** and **L** control switches to **R** (p. 25).



Screens and Rules

In Mario Hoops 3-on-3, you collect coins from the ? panels, make shots, and vie for a better score than your opponents. Go for your opponent's basket while you pass the ball among your teammates.

Game Screens

Players appear as red icons on the Touch Screen, while P2 or CPU players appear as blue icons. indicates where the ball is and show where ? panels are.

Your team's coin count

Opponent's coin count

Marker

Icon

This indicates off-screen characters and where the ball is.

Time

P1 is red and P2 or the CPU player is blue. You can switch it on or off with SELECT.

Opponent's score

Your team's score

Call-outs icon (p. 23)

Current period



SCREENS AND RULES

Basic Rules

Split into two teams of 3 players and compete for points by making baskets in your opponent's hoop. Matches are split into two periods (initially). The team that has a higher total score at the end of the second period wins.

More Coins Mean Higher Scores!

Dribble the ball over the ? panels to get coins. Coins are added to the score when you make a shot, after which they reset to zero. For example, if you collect 30 coins and make a 20-point shot, you get 50 points. Sometimes you get coins by simply bouncing the ball on a ? panel, and sometimes you pick up coins that you or your opponents dropped.



Pause Menu

Press START during a match to display the pause menu. Different menus appear depending on which mode you are in.

Continue

Return to the match screen

Quit

Quit the match

Call-outs

Turn call-outs ON/OFF (p. 23)

Help Button

Turn Help Buttons ON/OFF



Challenges

In this mode, you can practice game controls. Select a menu item on the Touch Screen then touch **OK**. You might want to practice a bit when you first play the game. You can also practice advanced skills.

Practice

Learn the Mario Hoops 3-on-3 rules and practice the controls you use during games. Select a menu item with the Touch Screen and follow the on-screen instructions to practice it. Press START while **HELP** **START** appears on the Touch Screen to read the instructions.

Clear practice goals to unlock new menu items!

Back



Scroll Bar

Touch to scroll up and down. Touch to scroll freely.

Special Shots

Check special shot commands and their effects. Slide the character to the basket and tap **OK?** to go to the practice screen.

Basket



CHALLENGES

Dribble Race

Dribble Race Time Trial unlocks when you clear Practice. Collect 100 coins and try to cross the finish line in the shortest time. Select your player and stage then tap **OK**.



Race Screen

Dribble on the ? panels and collect coins then dash for the goal. Avoid bumping into obstacles or you will drop the coins.

Controls while playing
(for right-handed players)

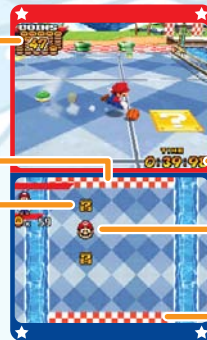
	Move
Tap	Dribble
	Zoom screen in/out

Coins collected

Goal

? panel positions

The ? panels can appear anywhere. Some even move!



Current time

Player positions

Start



Tourney

Select your favorite players for your team and enter a tourney. Select a tourney and characters to start the game. You clear the tourney when you finish it in first place.

Select Tourney

Select an icon like and tap to confirm.

► When you have suspended Tourney data, the game will ask you "Continue from where you left off?" If you select "NO," the previous data will be erased forever.



Select Characters

Slide characters to the basket and put them in the hoop. Select three characters and tap to confirm. You can still switch characters if you put a fourth player through the hoop after deciding player positions.



Random Play

Press SELECT to automatically select players for the remaining unassigned positions. If you already selected three players, they will all be switched.

TOURNEY

Character Types

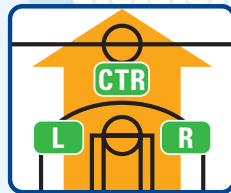
Tap a character to reveal their profile.



All-around.....	Well-balanced
Speedy.....	Quick on the court
Technical.....	Good at shooting
Powerful.....	Great at stealing
Tricky.....	Full of trick moves

Positions

In the order you select your team members, they will play the center (CTR), left (L), and right (R) positions. You will start the game with the player who is playing center.

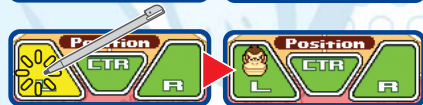


Switching and Assigning Positions

When switching positions, slide a player to the new position.



Tap a position and then select a player to assign the player to that position.





Exhibition

Select your team members, a court to play on, and the game rules, then play against the CPU. You can also set how long you want to play the match and how many periods to play. Customize the game to your liking!

Select Characters

Select the team members of both teams and tap **OK?**. Put the characters through the **1P** hoop to form your team and put the characters through the **COM** hoop to form the CPU player team. Press **SELECT** to automatically decide the remaining players. If you already have three players selected, they will all be replaced.

Select a Court

Select a court to play on. Tap , , or to switch court types. Tap a court name to select it and tap **OK** to continue. When you advance through the tourneys, you will unlock more courts to play on.



Set rules (p. 20)

Change rule settings.

EXHIBITION

Set Rules

Tap each item to set and select to return to the previous screen. Your rule settings will be saved once the match begins.

Current rules

Shows what you set on the Touch Screen.

Set time

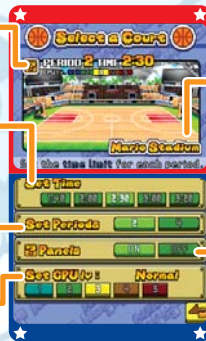
Set the length of each period.

Set periods

Set how many periods to play.

Set CPU lv.

Set how well the CPU plays from Amateur (1) to Brutal (5).



Currently selected court

? Panel

Set to turn ? panels ON or OFF. When you set it to OFF, you will score as shown below:



2 points

3 points

► Special shots are worth 4 points.

That's the game!

When the match ends, options appear on the Touch Screen. To start another game with the same settings, tap Another Match. Tap Quit to quit the match.



Matchup

Select either DS Wireless Play or DS Download Play and begin a wireless game. Read pages 37 - 39 before you begin.

DS Wireless Play



Select a Game

Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

You won't find anyone to play against unless they choose the same game as you do.

Host a Game

Select Host Game and tap **Start** when you have someone to play against.

Join a Game

Select Join a Game and tap **OK** when you find someone wanting to host a game.

Select Character

Select your team members. Both host and guest players touch **OK?** and **OK?** to continue.

MATCHUP

Select a Court / Stage

Choose a court or stage. Only P1 can choose one.

Matchup Screen

Play in a match you selected on the Select a Game screen.

End of Game

When the match is over, select one from the following options: Another Match, Select Characters, or Quit. Either you or your opponent can choose the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

DS Download Play



You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.



P1-P4

The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.

- Guests start the game with the Help Buttons turned on (p. 25).
- Guests press **L** or **R** to select which hand selection they want.

Exhibition (DS Wireless Play only)

For 2 players

Play a match with a 3-player team. While the controls are the same as the single-player mode during a match, only the player who presses START may pause the game.



Letting Challengers Cut In

When players whose call-outs are turned on in the pause or Options menu (p. 25) are nearby each other, challengers cut in—and you cannot refuse them. Follow the same steps for DS Wireless Play to start a match. Challengers can cut in when both players are playing a single-player match in Exhibition or Tourney.

Dribble Race

For 2 to 4 players

Collect 100 coins and be the first to cross the finish line to win. Read page 16 for the controls during the race. The Touch Screen displays the position of each player, ? panels, and the number of coins during the race. Only P1 is able to display the pause menu with START.



Coin Hunter

For 2 to 4 players

Each player begins the game with 50 coins. Throw items at your opponents and reduce their coins. You win when everyone else has no coins left. When the time runs out, the player with the most coins left wins. While you lose if your coin count goes down to zero, you can stay in the game to annoy other players in a three- or four-player game. Only P1 can display the pause menu with START.

Coin Hunter screen

▶ Coin Hunter controls
(for right-handed players)

	Move
Stroke up*	Jump
Stroke in any direction	Use items
	Face camera forward
	Zoom camera in/out

* When you have no items



Current coin count


Time remaining

Item your character has

Direction character is facing



Options

Touch  on the main menu to display the Options screen. You can edit your profile and choose which hand to play the game with. After changing your settings, return to the main menu to save what you changed.

Options Screen

Tap the green items to set up your profile. The current settings appear brightly. Tap  to quit.

Hand selection

Select which hand to play with.

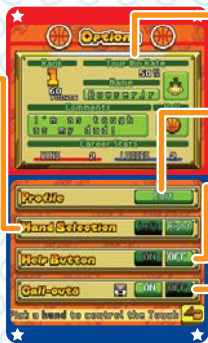
Right-handed player

L



Left-handed player

R



Current profile

The player profile edited on page 26 appears here.

Profile (p. 26)

Edit your name and comments.

Help Button (p. 12)

Turn Help Buttons ON or OFF.

Call-outs (p. 23)

Turn call-outs ON or OFF. It goes back to the off position when you turn the power off or reset the game.

OPTIONS

Edit Profile

Tap Edit under Profile to display the edit profile screen. Tap the green items to edit details on the subsequent screens. Your profile will appear on the player rank screen.

Rank and points

You earn points if you have good results in Tourney and Exhibition. Your rank goes up when you accumulate a certain number of points.

Name

Enter your name.

Comments

Type in your personal comments here.



Win rate

Ball

Select a ball type to play in matches.

Player icon

Select one from the character list.

Career stats

Your win/loss records appear here.



- ▶ Sometimes points go down when you lose a game.
- ▶ The win rate and career wins/losses are matchup results in Exhibition.
- ▶ When you edit your profile, return to the main menu and turn the power off. Unless you go back to the main menu screen, the game will not save what you edited.
- ▶ Your comments and name are sent wirelessly to opponents. Do not enter anything personal or other important information.



Player Rank

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

Player Rank Screen

The blue boards are those players you haven't played against.

Name board

Player names, his/her matchup records, and player icons.

Friends

The ranks of players you have played against in order of match results.

All

The ranks of everyone in order of match results.



Set faves

The settings that you made on the player data screen.

Call-outs setting (p. 28)

The settings that you made on the player data screen.

Faves

The ranks of the players whose Favorites setting is set to ON.

PLAYER RANK



View Player Data

Tap the name board to view individual player information and adjust the settings.

Player data screen

Player info

The player's ranking and wins/losses appear here. Your career stats appear when you want to view your own data.

Faves

Turn it on to keep players from disappearing from your ranking even if your rank screen fills up to maximum.

Call-outs

Turn it off to disallow players cutting in.

Erase data

Erase player data from the ranking.



- ▶ Up to 99 player rankings can be saved. Additional player data will erase lowest-ranked player records. Be sure to set important players as faves to prevent erasing them accidentally. If you already have 99 favorite players, additional player data will erase lowest-ranked player records.
- ▶ When you play against an opponent in an exhibition match, your and your opponent's ranking data will be wirelessly swapped and the game will reflect them in the player ranking.
- ▶ Never enter important data such as personal information in the profile.

Characters

CHARACTERS

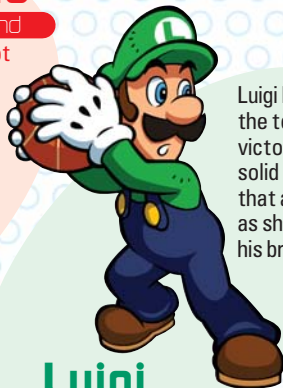
Let's meet the players! Maybe you'll unlock other players if you keep winning tourney games...



Mario

All-around
Fire Shot

A versatile player. Mario's steady performance lets him handle anything.



Luigi

All-around
Green Fire Shot

Luigi leads the team to victory with solid plays that are just as sharp as his brother's.

Peach

Technical
Heart Shot



Peach goes right after that hoop! She never misses a shot that she goes after.

Daisy's a bit of a tomboy, and her shooting is first class. She's always full of energy.

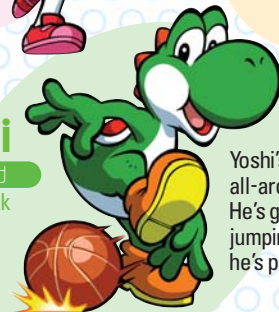
Daisy

Technical
Flower Shot



Yoshi

All-around
Flutter Dunk



Yoshi's a steady all-around player. He's got robust jumping skills, so he's pretty powerful.



Waluigi
Technical
Twist Dunk

Taking advantage of his lengthy limbs, long shots are a piece of cake for Waluigi.



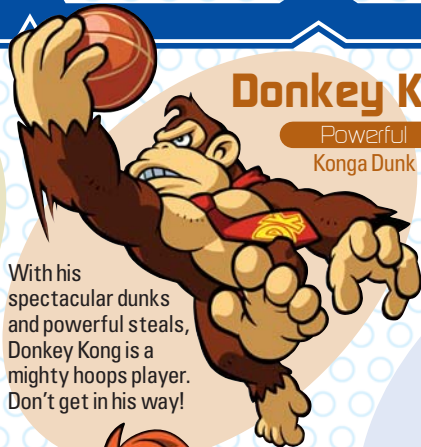
Wario
Powerful
Move-it Dunk

Wario drives out opponents with his power plays!

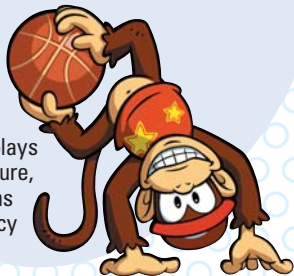
Bowser Jr.
Speedy
Graffiti Dunk



With his spectacular dunks and powerful steals, Donkey Kong is a mighty hoops player. Don't get in his way!



Donkey Kong
Powerful
Konga Dunk



Diddy Kong
Speedy
Jet Shot

With speedy plays and a tiny stature, opposing teams are at the mercy of Diddy Kong!

He zigs and he zags! He's powerful like his dad! Better not underestimate Bowser Jr.!



Items






Let's check out the items that you use during matches. There are items that commonly appear on any court and there are some that only show up on certain courts. Change your game strategy depending on which court you play on.

About the Items










When you throw an offensive item at other characters, they fall and drop the ball, coins, or the item that they have. The items in red in the table indicate those items that appear when you have the ball. The ones in blue show the items that appear when the opponent has the ball, and the ones in green are the items that both you and your opponent can use.




Items for All Courts

	Single Coin Score goes up by a point when a shot is made.
	10 Coins Score goes up by 10 points when a shot is made.
	Mushroom Boosts your speed for a while.
	Poison Mushroom Slows you down for a while.
	Star Makes you invincible for a while and boosts speed.

ITEMS

	Lightning Causes everyone else to fall.
	Fake ? Panel Flies in the direction you stroke to trip anyone who steps on it.
	Banana Flies in the direction you stroke to trip anyone who steps on it.
	Bomb Flies in the direction you stroke and trips everyone around it when it blows up.
	Green Shell Flies straight in the direction you stroke, tripping anyone who touches it.
	Red Shell Automatically goes after the ball when you stroke to throw it.
	Spiny Shell A more powerful version of the Red Shell. It even chases the ball in the air.

Items for Specific Courts

	Slot Coin (Jr. Street only) If you make a shot after getting a slot coin, the slot will start spinning. You get bonus points or lose points depending on how the pictures line up.
	Mimic (Bloocheep Sea only) Stroke to activate it. It goes after the ball or might even cough up coins.
	Freezy (Sherbet Land only) Throw in the direction of an opposing player and freeze him or her for a while.



Courts

This section introduces you to some of the courts. There are other courts besides these and each is packed with fun features. Try them all and play on your favorite!



Koopa Beach (Mushroom Tourney)

You move slower near the water's edge. What's more, the longer you play, the more pirate ships will show up to pound the court with their cannons.



Peach Field (Mushroom Tourney)

Cheep Cheeps come flying from both sides of the court. Hit one and it'll turn into a coin.



DK Cruiser (Flower Tourney)

Barrels come rolling into your way when you pass by the waterfall. And watch it—sometimes bananas get thrown in from the jungle.



Luigi Mansion (Flower Tourney)

Don't let the ball hit the ghosts or they'll catch it. Get Lightning to make the ghosts disappear for a while.



Jr. Street (Star Tourney)

Taking the purple slot coins makes the slots spin when you make a shot. Your score goes up and down depending on how the pictures line up.




Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish your DS wireless link for DS Wireless Play.

► What you will need

- Nintendo DS or Nintendo DS Lite.....One for each player
- Mario Hoops 3-on-3 Game Card.....One for each player

Steps

1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the Mario Hoops 3-on-3 panel.
4. Select Matchup from the main menu screen and touch .




Establishing the DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download Play.

► What you will need

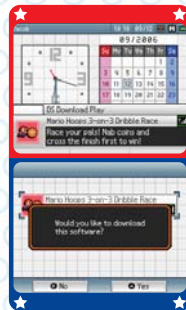
- Nintendo DS or Nintendo DS Lite.....One for each player
- Mario Hoops 3-on-3 Game Card.....One

Steps (for the host)

1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Select Matchup from the main menu screen and touch .
4. Select either Dribble Race or Coin Hunter and touch .
5. When you have someone to play against, touch .
6. Please follow the instructions on page 21.

Steps (for guests)

1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game selection screen will appear.
3. Touch the Mario Hoops 3-on-3 Dribble Race or Mario Hoops 3-on-3 Coin Hunter panel. The game confirmation screen will appear.
4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 21.



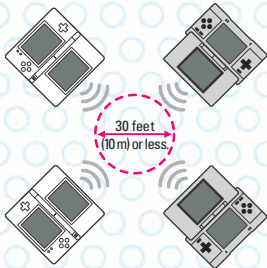
Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- ❑ Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- ❑ Observe and follow all rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

	0	1	2	3
	Weaker ← → Stronger			

The power light blinks when the wireless function is working.



- ❑ During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

Important Wireless Communication Guides:

- ❑ Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- ❑ Keep the maximum distance between systems at 65 feet or less.
- ❑ The systems should face each other as directly as possible.
- ❑ Avoid having people or other obstructions between the DS systems.
- ❑ Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Notes

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.